Hack BI VII [Java Graphics] horizontal line

**Get Started :** (What software is required for participants of the workshop)

**An IDE – VS Code + Extension Pack for Java**

**Uses:** (How is the topic of your workshop used)

**Students will be able to use Java Graphics to display visual output for their programs, whether for static displays, animations, simulations, or games.**

**Purpose:** (Why would someone want to attend your workshop)

**Someone might attend this workshop in order to take their knowledge of Java to the next level by applying their coding skills to visual output, opening a wider range of options for their Java projects.**

**Goal:** (What are you teaching and what do you want attendees to know after your workshop)

**This workshop aims to teach students the basics of Java Graphics, including basic Java Swing components, displaying basic shapes on the JFrame/JPanel canvas, and creating basic animations.**

**Topics:** (What are the main topics you will cover in your workshop)

In this workshop, we will cover creating JFrames and accessing their canvas in order to create images, using paintComponent to create your own visual display, basic Graphics methods for drawing shapes, colors, and text, and using the Timer and ActionListener classes to create the effect of animated displays.

**Resources Used:** (Resources that are helpful in learning about your workshop topic)

[Overview (Java Platform SE 8 ) (oracle.com)](https://docs.oracle.com/javase/8/docs/api/)